

the protagonist believed that his MIT decision letter would arrive within the month—while, in fact, it arrived several decades later. Further, preferably, one or more characters (such as the protagonist's wife and two children) should indicate a belief that the protagonist had been conscious during those decades of unconsciousness. In other words, the plurality of events in which the protagonist had been an active participant indicated to all onlookers that he was fully conscious. The characters may indicate this belief by acting very surprised when they discover that the protagonist does not recall those events, etc.

[0043] Further, the particular event may be passing of a particular amount of time. For example, the protagonist may simply express a desire to remain asleep “until next year” or “until this semester is over.” The particular event, as discussed, may be a notification of a decision, such as a jury verdict, an admissions decision, an acceptance decision for a contract or for membership into a prestigious organization or receipt of a prestigious award. Or, the particular event may be relief of a pain, such as a physical pain (“until my leg heals” or “until my disease is cured”) or an emotional pain (“until I have gotten over the passing of my wife”) or a mental pain (“until I have taken the SAT”). The particular event could be any event for which the protagonist is motivated to lose at least a portion of his conscious life.

[0044] Further, instead of indicating a desire to remain asleep or unconscious until the particular event occurs, the protagonist may indicate a desire to forget or be unable to recall the events that up until the occurrence of the particular event. For example, he may say something like, “I want to forget everything that happens from now until I receive the MIT admissions letter.”

[0045] Clearly, the details may be altered. The setting may be different, the protagonist may be a woman, etc. The protagonist may indicate his desire to remain unconscious until the particular event in several possible ways, such as by stating so, or a loved one (such as his girlfriend) in a different scene may state her knowledge of the protagonist's desire. However, as well known by those of ordinary skill in the art, there are many ways to indicate a fact in a movie without any explicit words to that effect at all: circumstance, cinematography, subtly suggestive newspaper headlines, suggestive words by the protagonist or other characters, etc., can all be indicative of that fact.

[0046] The story preferably has a timeline, which will be well understood by one of ordinary skill in the art. For example, in a story containing flashbacks, the timeline may represent the chronological order in which events occur in the story. Therefore, a flashback may occur earlier in the story's timeline, even though the flashback is presented in a later part of the story.

[0047] Further, the protagonist may be completely incapable of recalling any event during his period of unconsciousness. Alternatively, he may be able to remember a few events (representing a small fraction of the total), or he may have very fuzzy, vague, or dream-like memories of a few or most events.

[0048] The present invention applies to any practical application or use of the present plot. For example, the invention includes the processes of relaying a story having the present plot, writing a book having the present plot,

printing a book having the present plot, creating a movie having the present plot, displaying or showing a movie having the present plot, filming a movie having the present plot, inciting actors to act out the present plot, creating an audio recording of a story having the present plot, etc. The present invention also applies to any product of any of these processes—e.g., a book containing written information of a story having the present plot, an audio tape or CD disk containing audio information of a story having the present plot, a VHS tape or DVD or VCD disk containing video information of a movie having the present plot, etc.

[0049] For example, creating a movie having the present plot may include inciting an actor to act as the protagonist. As will be understood by one of ordinary skill in the art, a producer or director or production company may incite an actor to act as the protagonist by promising a financial or a career-related reward or advancement. Creating such a movie may also include providing a set, as known by those of ordinary skill in the art, video cameras (preferably high-resolution digital video cameras), and editing equipment, and using the set, cameras, and equipment to create video segments of footage of the actors acting consistent with the present plot. The final video may be stored on an information storage medium, duplicated onto VHS tapes or DVDs, and distributed and sold.

I claim:

1. A process of relaying a story having a timeline and a unique plot involving characters, comprising:

indicating a character's desire at a first time in said timeline for at least one of the following: a) to remain asleep or unconscious until a particular event occurs; and b) to forget or be substantially unable to recall substantially all events during the time period from said first time until a particular event occurs;

indicating said character's substantial inability at a time after said occurrence of said particular event to recall substantially all events during the time period from said first time to said occurrence of said particular event; and

indicating that during said time period said character was an active participant in a plurality of events.

2. A process of relaying a story as in claim 1, comprising:

indicating that said particular event has occurred at a second time in said timeline at least one week after said first time; and

indicating said character's substantial inability at a time after said second time to recall substantially all events during the time period from said first time to said second time.

3. A process of relaying a story as in claim 2, wherein said second time is at least one year after said first time.

4. A process of relaying a story as in claim 1, wherein said particular event is at least one of: a passing of a particular amount of time; a notification of a decision; and a relief of a pain.

5. A process of relaying a story as in claim 1, wherein said plurality of events comprises at least one of said character's wedding, a birth of a child of said character, and performance of said character's occupation for a substantial portion of said time period.